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Creating Games with Unity and Maya: How to Develop Fun and Marketable 3D Games

Adam Watkins

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Unity brings you ever closer to the "author once, deploy anywhere" dream. With its multiplatform capabilities, you can target desktop, web, mobile devices, and consoles using a single development engine. Little wonder that Unity has quickly become the #1 game engine out there.

Mastering Unity is absolutely essential in an increasingly competitive games market where agility is expected, yet until now practical tutorials were nearly impossible to find.

Creating Games with Unity and Maya gives you with an end-to-end solution for Unity game development with Maya. Written by a twelve-year veteran of the 3D animation and games industry and professor of 3D animation, this book takes you step-by-step through the process of developing an entire game from scratch-including coding, art, production, and deployment.

This accessible guide provides a "non-programmer" entry point to the world of game creation. Aspiring developers with little or no coding experience will learn character development in Maya, scripts, GUI interface, and first- and third-person interactions.

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